The Simpsons™ Cartoon Studio™

★ BE A BIG SHOT CARTOON DIRECTOR, MAN! ★

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

CONGRATULATIONS!

You are now the proud owner of the Simpsons Cartoon Studio, a powerful animation tool kit with all the cartoon building blocks you need to create your own original Simpsons episodes. Pick a background. Choose your favourite characters. Then, add props, special effects and sounds. The Cartoon Studio makes it easy to put everything together and bring your cartoon creations to life. When you're done, you can even share your masterpieces with your friends, whether they have the Simpsons Cartoon Studio on their computers or not. Hey, your cartoons could become as popular as Itchy and Scratchy!

What are you waiting for, man? Let's get started!

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INSTALLATION

Windows® 95

1. Insert the Simpsons Cartoon Studio CD into your CD-ROM drive.
2. Double-click on the **My Computer** icon.
3. Double-click on the drive letter that represent your CD-ROM drive (usually the D: or E: drive).
4. Double-click on the SETUP.EXE file. The Installer will take you through the installation process step-by-step. After installation is complete a new program group will appear in your Start Menu.
5. Double-click on the Simpsons icon and you're ready to start.

Note: This can be found in the Fox Interactive Folder in the programs menu.

Windows™ 3.1 or 3.11

1. Insert the Simpsons Cartoon Studio CD into your CD-ROM drive.
2. Open File Manager, (generally located in the Main Program Group).
3. Click on the drive letter that represent your CD-ROM drive (usually the D: or E: drive).
4. Double-click on the SETUP.EXE file. The Installer will take you through the installation process step-by-step. After installation is complete a new program group will appear in the Program Manager.
5. Double-click on the Simpsons icon and you're ready to start.

Note: This can be found in the Fox Interactive Folder.

Macintosh™

1. Insert Simpsons Cartoon Studio CD into your CD-ROM drive.
2. Double-click on the Cartoon Studio CD icon.
3. Double-click on the Simpsons Installer icon. The Cartoon Studio application and support files will be installed onto your hard drive.
4. Open the folder named, "Simpsons Cartoon Studio" on your hard drive.
5. Double-click on the Simpsons Cartoon Studio icon and you're ready to start!

Note: This can be found in the Fox Interactive Folder.

For Improved Performance

Installing the entire Simpsons Cartoon Studio onto your hard drive will generally improve performance. But remember, even though the program is on your hard drive, the Simpsons Cartoon Studio CD must still be in the CD-ROM drive to use the Cartoon Studio. Also, when launching the program, always double-click on the Cartoon Studio on your hard drive, not on the CD.

PC System requirements

System:	PC 486SX 33 MHz processor or higher running Windows™ 3.1 or Windows® 95
RAM :	8MB RAM
Hard disk space:	8MB
Monitor:	SVGA 640 x 480 display or higher, with 256 colours
Sound:	Sound board, plus speakers or headphones to hear audio
CD-ROM:	2X or faster

Macintosh™ System requirements

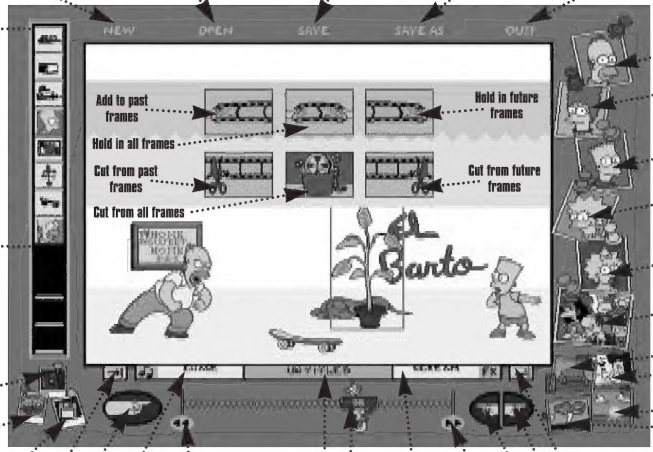
System:	68030 33MHz processor or higher running System 7 or higher
RAM:	8MB RAM
Hard disk space:	8MB
Monitor:	640 x 480 display or higher
Sound:	Sound board, plus speakers or headphones to hear audio
CD-ROM:	2X or faster

Macintosh™ Type 11 Errors

If you are running on a Performa Power Macintosh™ with 12MB or less RAM, you may encounter an occasional Type 11 Error when launching. If you are not using the Apple program At Ease, remove the At Ease items from you extensions folder (inside the System Folder) and System Folder. Restart. This should correct the problem.

If you are using At Ease (or plan to), turn on Virtual Memory with the Memory Control Panel. Set Virtual Memory so that after restart the RAM will be at 14MB or higher. When running with Virtual Memory on you will have more memory available for making your cartoons, but the opening music may stutter a little.

CARTOON STUDIO TOOLS



NEW (SHORTCUT: PRESS 'N') Clears screen to start new cartoon

OPEN (SHORTCUT: PRESS 'O') Opens existing cartoons/imports cartoons saved on disk or from the Internet

SAVE (SHORTCUT: PRESS 'S') Saves new cartoon or saves changes to currently open cartoon

SAVE AS Titles and saves new cartoons

QUIT (SHORTCUT: PRESS 'Q') Exits the Cartoon Studio

LAYER MANAGER
Displays and shuffles props and characters to the front or back of the stage

VOLUME CONTROL Increases or decreases sound level

RAM INDICATOR Warns you when running low on RAM

EXPORT allows saved cartoons to be exported and played by someone - with or without the Cartoon Studio

LOOP (SHORTCUT: PRESS 'L') Plays cartoon continuously

PLAY BUTTON (SHORTCUT: PRESS 'P') Play cartoons; changes to STOP when playing (SHORTCUT: PRESS SHIFT KEY)

SOUNDTRACK SELECTION Displays soundtrack title

FIRST FRAME BUTTON
Rewinds to first frame

CARTOON TITLE Displays name of cartoon currently open at the bottom of the screen

FRAME SHUTTLE Displays current frame and moves from one frame to another

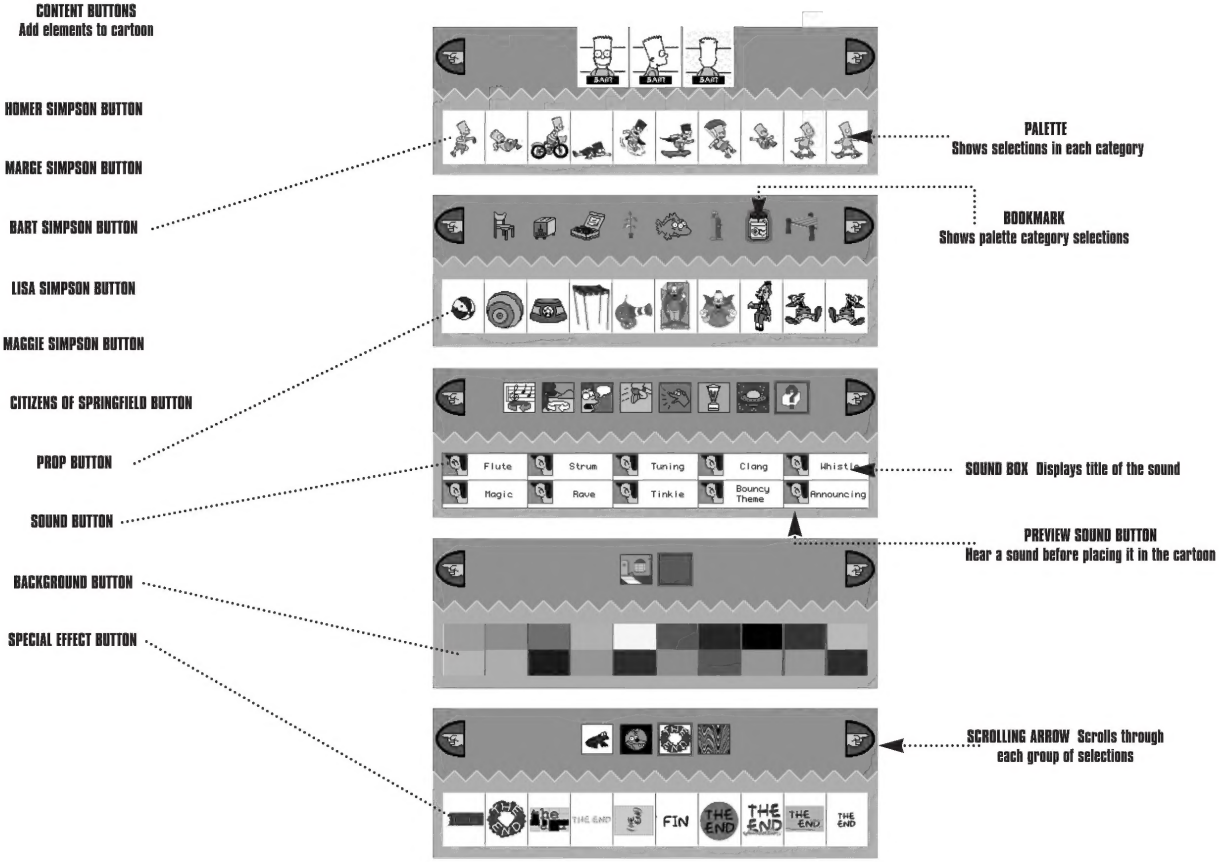
SOUND EFFECT SELECTION
Shows sound effect title

LAST FRAME BUTTON
Advances to last frame

CUT Deletes all frames from current frame onwards

FRAME-BY-FRAME ADVANCE Advances and views frames one at a time

FRAME-BY-FRAME REWIND Rewinds and views frames one at a time


CONTENT BUTTONS
Add elements to cartoon
HOMER SIMPSON BUTTON
MARGE SIMPSON BUTTON
BART SIMPSON BUTTON
LISA SIMPSON BUTTON
MAGGIE SIMPSON BUTTON
CITIZENS OF SPRINGFIELD BUTTON
PROP BUTTON
SOUND BUTTON
BACKGROUND BUTTON
SPECIAL EFFECT BUTTON
PALETTE
Shows selections in each category
BOOKMARK
Shows palette category selections
SOUND BOX Displays title of the sound
PREVIEW SOUND BUTTON
Hear a sound before placing it in the cartoon
SCROLLING ARROW Scrolls through each group of selections
Flute
Strum
Tuning
Clang
Whistle
Magic
Rave
Tinkle
Bouncy Theme
Announcing
FIN
THE END

A STEP-BY-STEP CARTOON TUTORIAL

In this section, we'll take you through a step-by-step tutorial designed to make learning how to use the Simpsons Cartoon Studio as easy as 1-2-3! Actually, it's more like 1-2-3-through-43. But don't let that scare you! It's so easy, you'll be making your own cartoons in no time.

Double-click on the SIMPSONS ICON.

Click the mouse anywhere on the stage to begin.

Note on the RAM Indicator: While creating this tutorial, you may run low on memory. When this happens, you'll notice that the RAM Indicator (the brain), located in the lower left side of the screen fills up. If the indicator gets completely full, you're out of memory and your cartoon will begin to stutter or run slowly. You'll need to SAVE your cartoon and increase memory. (For more details on how to increase memory, see the RAM INDICATOR section in this manual.)

The first time you play a cartoon it may appear slow or jerky. After it plays, click on the FIRST FRAME BUTTON and play it again to see it play at normal speed.

1 Open "Bart's Experiment"

The first step of our tutorial is to watch an existing cartoon. Then, you'll learn how to make the same cartoon yourself.
Click on OPEN. Click on the CARTOON PREVIEW of the cartoon called "Bart's Experiment."

2. Click on PLAY

Click on the PLAY button to watch the entire cartoon.

3. Create Your Own Cartoon

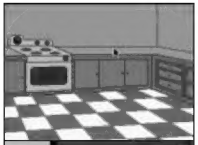
After you've watched the cartoon, click on NEW so you can learn how to make the same cartoon.

4. Choose A Background

First choose a background by clicking on the background button.

5. Add the Kitchen Background

Choose the KITCHEN background by clicking on it once.

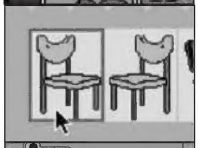


6. Position The Background

The background will now appear on stage. Move the mouse up or down to position the background on the stage and click the mouse once to 'anchor' it.

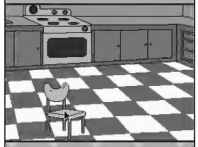
7. Choose A Prop

Click on the PROP button. The Prop palette will appear with bookmarks above it.



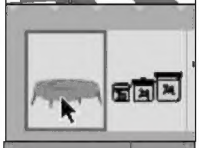
8. Add The Chair

Select the first prop on the left, the BLUE CHAIR, by clicking on it once.



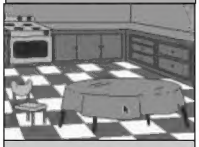
9. Position The BLUE CHAIR

The chair will appear on the stage. Move the CHAIR to the middle of the tile floor and click once to anchor it on the stage.



10. Add Another Prop

Click on the PROP button. Use the right arrow above the Prop palette to scroll to the BLUE TABLE and click on it once.

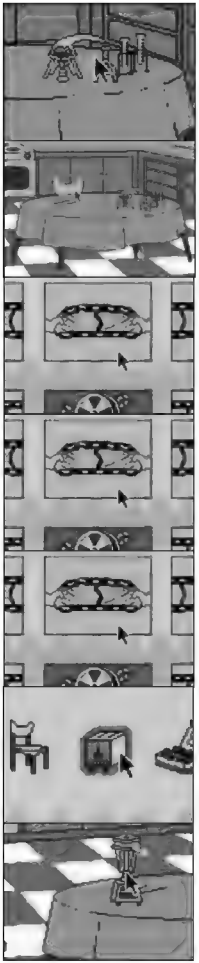


11. Position The BLUE TABLE

The table will appear on the stage. Move the TABLE in front of the chair and click once to anchor it on the stage.

12. Add Another Prop

Click on the PROP button again. Click on the MACHINE bookmark. You are now in the Devices section of the Prop palette. Select the CHEMISTRY SET.



13. Position The CHEMISTRY SET

The chemistry set will appear on the stage. Move the CHEMISTRY SET near the back of the table and click once to anchor it on the stage.

14. "Select" The CHAIR

"Selecting" is when you click on an object or character and a box surrounds it. After selecting, The Editing buttons appear. This panel allows you to place or delete content (characters, objects, etc.) in each frame of the cartoon. Select the CHAIR.

15. Hold The CHAIR To All Frames

When the Editing buttons appear, click on the top CENTER edit button. This adds, or holds, the chair in the same position in every frame of your cartoon.

16. Select and Hold the TABLE To All Frames

Select the TABLE to see the Editing buttons. When the Editing buttons appear, click on the top CENTER edit button to hold the table in every frame of your cartoon.

17. Select and Hold CHEMISTRY SET To All Frames

Select the CHEMISTRY SET to see the Editing buttons. When the Editing buttons appear, click on the top CENTER edit button to hold the chemistry set in every frame of your cartoon.

18. Add an Animated Prop

Click on the PROP button. Click on the TOASTER bookmark. Select the BLENDER by clicking on it once.

19. Position the BLENDER

The blender will appear on the stage. Move the BLENDER to the left of the CHEMISTRY SET. Click on the BLENDER to anchor it. The BLENDER will automatically animate, advancing your cartoon a few frames.

20. Select and Hold the BLENDER To All Frames

Select the BLENDER to see the Editing buttons. When the Editing buttons appear, click on the top CENTER edit button to hold the blender in every frame of your cartoon.

21. Rewind Your Cartoon a Few Frames

Click the Frame-by-Frame REWIND Button to the right of the Frame Shuttle. Continue to click until you see the BLENDER animation overflowing.

22. Add Another Animated Prop

Click on the PROP button. Click on the THREE EYED FISH bookmark. Use the right arrow above the Prop Palette to scroll through two palettes of props. Select the GREEN MONSTER.

23. Position the GREEN MONSTER

The Green Monster will appear on the stage. Move the GREEN MONSTER next to the blender (as if it oozed out of the blender when it overflowed). Click on the Green Monster to anchor it. It will automatically animate, advancing your cartoon a few frames.

24. Select and Hold GREEN MONSTER To All Frames

Select the GREEN MONSTER to see the Editing buttons. When the Editing buttons appear, click on the top CENTER edit button to hold the Green Monster in every frame of your cartoon.

25. Start From The Beginning

Now, let's start from the beginning of the cartoon. Click on the FRAME SHUTTLE and drag it to the left until it stops.

26. Click On The First Frame Button

A quicker way to go to the first frame of the cartoon is to click on the small FIRST FRAME button, which is located to the left of the Frame Shuttle.

27. Bring in Bart

Click on the Bart Simpson button. The Bart palette will appear, showing various animation sequences of Bart.

28. Click On 'Surprised' Bart

Use the right arrow above the Bart palette to scroll through three palettes of Bart animations. Select the animation of Bart looking surprised by clicking on it once.

29. Position Bart On The Stage

Bart will appear on the stage. Position him on top of the chair. Then click to place him in the cartoon. He will automatically animate, advancing your cartoon a few frames.

30. What have I done So Far?

Go to the first frame of your cartoon by clicking on the FIRST FRAME button.

31. You've Just Made a Cartoon!

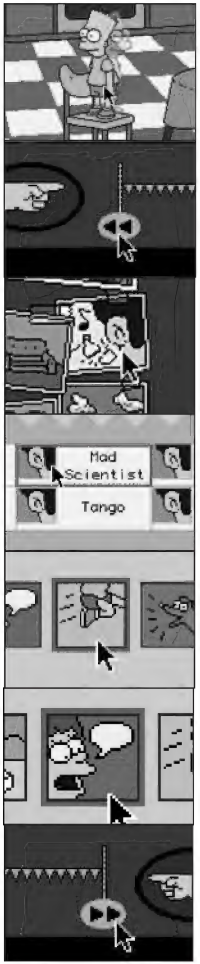
Click on the PLAY button. OK, it's a small cartoon — but, you've just learned to animate! Congratulations! Now, let's add to it!

32. Rewind Your Cartoon 6 Frames

Click the Frame-by-Frame REWIND Button and rewind your cartoon six frames.

33. Let's See Bart React

Click on the Bart button. Scroll to the animation of Bart running towards the left looking scared. (Make sure he isn't smiling because he is supposed to be scared of the "Blender Monster!") Advanced Tip: Press the CONTROL key on your keyboard four times to get to the part of the clip where Bart is scared and running away.



34. Make Bart Run Away

Position Bart over the see-through Bart. (The see-through feature is called "onion-skinning" and helps to smoothly connect two clips.) Click and hold the mouse button to start your new animation cycle. Drag Bart across the stage towards the left to make him run away, releasing the mouse when he is off stage.

35. Rewind Your Cartoon

Go to the first frame of your cartoon by clicking on the FIRST FRAME button.

36. Add Some Background Music!

Click on the SOUND button. Click on the MUSIC LOOP bookmark.

37. Click on "Mad Scientist"

Use the arrows above the palette to scroll to the right until you see "Mad Scientist." Click on the ear to preview the music. Click on "Mad Scientist" and the music will automatically loop throughout your cartoon.

38. Add a Sound Effect

Click on the First Frame button. Click on the SOUND button. Click on the ACTIONS bookmark above the palette. Scroll to the right until you see the "Slushy" sound effect (for a disgusting "blender monster" noise). Click on it once.

39. Make Bart Say Something

First, drag the Frame Shuttle until you see the frame where Bart starts to run away. Click the SOUND button again. Click the VOICE CLIP bookmark above the palette. Scroll to the right until you see "Ay Carumba!" Click on it once.

40. The Final Touch

To finish off your cartoon, add an animated ending. Click on the LAST FRAME button to go to the last frame of the cartoon.

41. Add A Special Effect Ending Screen

Click on the SPECIAL EFFECT button. Click on the THE END bookmark above the palette.

42. The End

Click on the purple "The End". It will appear on the stage. Click anywhere on the stage to make the ending automatically animate, advancing your cartoon a few frames.

43. Your First Cartoon

Click on SAVE, located above the stage, on the left. The Save Dialog box will appear along with a preview of the cartoon and a credits field. Enter the name of your cartoon in the dialog box.

44. Give Yourself Some Credit

To add credits, click in the CREDITS field to the right of your cartoon preview. Delete the text currently displayed in the credits field by highlighting it and then typing in your own credits.

45. Save Again

Click on SAVE when you're done. Congratulations! You just made a cartoon! Rewind your cartoon by clicking on the First Frame button. Click on the PLAY button to watch your cartoon. (Hold down the SHIFT key while pressing PLAY and watch your credits scroll up the screen first!)

STARTING

- **Double-click** on the **SIMPSONS ICON.**
- To skip the opening animation **click** on the screen to begin loading the Cartoon Studio. When loading is complete you can begin to make your cartoon.

Helpful Tips Before Starting

- Before selecting the Backgrounds, Props, Characters, Special Effects or Sound palettes, be sure you're at the appropriate frame in your cartoon. To do this, drag the Frame Shuttle left or right until you locate the desired frame.
- To de-select a palette choice or an object on the stage, click outside the stage area. The stage is your working area, it is where you put together your masterpiece, and where you watch it. Surrounding the stage are all the buttons and controls you need to make your cartoons.
- The first time you play a cartoon it may appear slow or jerky. Rewind the cartoon and play it again to see it play at normal speed.

BACKGROUNDS

Backgrounds are the visual settings or scenes where the cartoon takes place. From the Nuclear Power Plant to the Simpsons' own living room, picturesque Springfield is at your fingertips — experiment with various backgrounds to give your cartoons a different look and feel.

As long as there is enough memory available, you can use as many backgrounds as you want in your cartoon. Put backgrounds in your cartoon at any time, in any frame. BUT, if you place or change a background in an earlier frame, it will replace all backgrounds that have been placed in later frames.

Adding a Background

- **Click** on the **BACKGROUND BUTTON** located to the right of the stage.
- A palette of backgrounds will appear — there are over 40 backgrounds to choose from. The BOOKMARKS along the top of the palette show you the two categories of backgrounds: REALISTIC and COLOUR FIELDS. These bookmarks make it easier to find the right background for your cartoon.

- **Click** on the **SCROLLING ARROWS** above the background palette to see all of the available background selections.
- **Click** on the **BACKGROUND** you want to have appear on the stage.
- Move your mouse up or down to adjust the position of the background on the stage.
- **Click** the mouse to anchor the background on the stage.
- Some backgrounds come with portions of the background cut off. These parts are found as props. These props can be used to make characters walk out doors, etc.

PROPS

Where would Bart Simpson be without his skateboard? Could Homer survive without his couch and TV? Lucky for them, the Simpsons Cartoon Studio comes with plenty of props you can put on the stage to create your stories and make them more interesting.

Some props are animated and move — Blinky the three-eyed fish, for example. Others, like the headstone of Mr. Banana, are motionless. As you place your props on the stage, you'll notice that they also appear as icons in the Layer Manager to the left of the stage. Note that the same prop cannot be placed in a cartoon frame more than once.

Adding a Prop

- **Click** on the **PROP BUTTON** located to the right of the stage (see Toolbox Introduction).
  - A palette of props will appear — there are over 200 props to choose from. The BOOKMARKS above the prop palette represent the eight categories of props: FURNITURE, APPLIANCES, FOOD, PLANTS, ANIMALS, DEVICES, MISCELLANEOUS, and PARTS. The bookmarks make it easier to find the right prop for your cartoon.
  - Some props are portions of backgrounds — found under the PARTS Bookmark. These props can be used to make characters walk out doors, etc. i.e. having a character enter from behind a "Parts" prop. (See Animating later in manual to learn how to animate props.)
- **Click** on the **BOOKMARKS** or **SCROLLING ARROWS** above the prop palette to view all of the available prop selections.
- **Click** on your desired **PROP** to have it appear on the stage.
- Move your mouse to position the prop anywhere on the stage. To position a prop partially on or off stage, hold down the SHIFT KEY while positioning the prop.
- **Click** the mouse once to anchor the prop in that frame.
- To place a prop throughout the entire cartoon or just part of it, see the section titled Editing later in this manual.
- To reposition an Anchored Prop hold down the **SHIFT KEY,** then **click** and drag the **PROP** to a new area. **Click** the mouse once to anchor the prop to the new frame. When the Editing Panel appears, choose the appropriate editing button (See Editing, described later in this manual).

SPECIAL EFFECTS

Special Effects are spectacular events, such as splattering tomatoes or frenzied abstract screens. They're a good way to introduce or eliminate elements from your cartoon. When you place special effects on stage, they automatically animate, advancing your cartoon a few frames. Note that you can only put one special effect in a cartoon frame and once it has been anchored, it can't be repositioned.

Adding a Special Effect

- **Click** on the **SPECIAL EFFECT BUTTON** located to the right of the stage.
  - A palette of special effects will appear — there are over 30 special effects you can choose from. The BOOKMARKS above the palette represent the four categories of special effects: FOREGROUND SPECIAL EFFECTS, FULL SCREEN TRANSITION EFFECTS, ENDINGS and FULL SCREEN BLACK & WHITE BACKGROUND EFFECTS. These bookmarks make it easier to find the right special effect for your cartoon.
- **Click** on the **BOOKMARKS** or **SCROLLING ARROWS** above the Special Effect palette to view all of the available special effects.
- **Click** on your desired **SPECIAL EFFECT** to have it appear on the stage.
- Move your mouse to position the special effect anywhere on the stage. (Full Screen effects cannot be positioned.)
- **Click** the mouse once to anchor the special effect on the stage. REMEMBER, the special effect will animate, advancing your cartoon a few frames.

CHARACTERS

From the greedy Monty Burns to the lovely Marge Simpson. From Krusty the Clown to baby Maggie there are over 350 character animations to choose from in the Cartoon Studio. These are the actors in your cartoon. Each character has a selection of poses and pre-set animation clips that will advance your cartoon a few frames. As you place characters on the stage, they also appear as icons in the Layer Manager to the left of the stage.

To Add a Character

- Click on one of the CHARACTER BUTTONS located to the right of the stage.
- **Click** on the ARROWS above the character palette to view all the animated poses. (Most animated poses come in left and right facing).
- **Click** on your desired **CHARACTER POSE** to have it appear on the stage.
- Move the mouse to position the character anywhere on the stage.
- **Click** the mouse to anchor the character on the stage. Remember, characters will animate, advancing your cartoon a few frames.
- To create a full sequence of animated motion, see the Animating section.

To Reposition a Placed Character

- Hold down the **SHIFT KEY,** then **click** and drag the CHARACTER to a new area. If you want to position a character partially on or off stage, hold down the SHIFT KEY while positioning the character.
- **Click** the mouse once to anchor the character to the new frame. When the Editing Control Panel appears, choose the appropriate editing button (see Editing, described later in this manual). Click again if you don't want to use the Editing Panel.

SOUND

Need a Voice Clip for your favourite character? The Cartoon Studio gives you plenty, like Homer's "D'Oh!" Bart's "Aye Caramba!" And everybody else's "BART!" There are also Sound Effects, like cars screeching and footsteps. And Soundtracks that let you add accompanying music or ambient background sound to your cartoon adventures. Unlimited Voice Clips, Sound Effects and Soundtracks can be added throughout your cartoon. However, only one Soundtrack and Voice Clip or Sound Effect can play at a given time.

As you choose Soundtracks (music loops and ambient loops), you will notice that they are displayed in the Soundtrack Selection box to the lower left of the stage. Sound Effects are displayed in the Sound Effects box to the lower right of the stage.

To Add Sound

- **Click** on the **SOUND BUTTON** located in the lower right corner of the stage (see Toolbox Introduction).
- A two-tiered palette of sounds will appear — there are over 270 sounds to choose from. The BOOKMARKS along the top of the palette represent the eight categories of sounds: MUSIC LOOPS, AMBIENT LOOPS, CHARACTER VOICES, ACTION NOISES, NATURE SOUNDS, APPLIANCE NOISES, ALIEN SHIPS and OTHER VEHICLE SOUNDS, and MISCELLANEOUS SOUNDS. These bookmarks make it easier to find the appropriate Soundtrack or Sound Effect.

- **Click** on the **BOOKMARKS** or **SCROLLING ARROWS** above the sound palette to view all of the available sound selections.

- **Click** on Apu's Ear inside a Sound Box to hear a preview.

- **Click** in the SOUND BOX containing the name of the sound to play it in your cartoon.

VOLUME

The Volume Control increases or decreases the level of sound in your cartoon.

Controlling Volume

- **Click** on the **VOLUME ICON** (Speaker) located in the lower left corner of the stage.
- A Volume Control Panel will appear. Slide the "slider" up to increase volume, down to decrease it.

Special "At Work" Volume Feature

- Press the keys **1** to **7** to lower or raise the volume the second the music starts at the beginning of the program.

ANIMATING

Here's where you make the Simpsons come alive! In a cartoon way, we mean. You see, animating is the process of moving a stationary image in a way that creates an illusion of movement. Every cartoon you see on TV or in a movie theatre is really just a sequence of frames that are shown very quickly, one after the other. In fact, the frames are shown so quickly that your eyes don't even notice them anymore — what you see is an illusion of movement. When you click and drag a CHARACTER or PROP across the Cartoon Studio stage, you are adding a series of still poses to a sequence of frames. Play those frames back and the still poses look as if they're moving.

Animating a Prop or Character

- **Click** on the **CHARACTER BUTTON** or **PROP BUTTON.**
- **Click** on the desired **CHARACTER** POSE or **PROP** from the palette (see Cartoon Studio Tools) and position it on the stage where you want to begin animating.
- **Click** on the mouse and continue to hold the mouse button down as you move the **CHARACTER** or **PROP** around the stage. Holding the mouse button down records the movement and animates the character or prop.
- Release the mouse button to stop animating. Character and animated props will continue animating after you release the mouse button, advancing the cartoon a few frames.
- Each character animation has three parts—a beginning, a middle and an end. When you select a character and first begin recording your animation, the clip will go through a beginning animation, leading into its middle section—the main action. This part of the animation will repeat itself as long as you continue to hold down the mouse button. When you let go of the mouse button the animation will continue for a few more frames, this is the end section.

Adding to Existing Animation Sequences

- **Click** on the **CHARACTER BUTTON** or **PROP BUTTON** to access the same character or prop in the animation sequence.
- **Click** on another **CHARACTER POSE** or on the same **PROP** used originally. You will see a ghosted "onion skin" image of the previous animation. This allows you to place the new sequence directly over the previous one for a smooth transition. Place the selection over the previous image.
- **Click** and continue to hold the mouse button down and move the **CHARACTER** or **PROP** around the stage.
- Release the mouse button to stop animating.

Beginning an Animation from Off Stage

- Select an animation clip.
- Hold down the **SHIFT** key while moving the character from off stage to on stage.

Beginning Animation from Within a Pre-set Animation Clip

- Select an animation clip.
- Press the **CONTROL** Key to scroll through the frames and determine where to begin your animation.

THE FRAME SHUTTLE

The Frame Shuttle allows you to access all the frames in your cartoon by sliding it forward or backward, it is located below the stage. The number displayed in the Frame Shuttle represents the cartoon frame that is currently displayed. If you have enough memory, a cartoon may contain up to 1,200 frames.

- To advance the cartoon, **click** and drag the **FRAME SHUTTLE TO THE RIGHT.**
- To rewind the cartoon, **click** and drag the **FRAME SHUTTLE TO THE LEFT.**

The Frame-by-Frame Buttons

The Frame-by-Frame buttons located to the right of the Frame Shuttle allow you to move through your cartoon one frame at a time. As you click either button, notice that the number displayed in the Frame Shuttle changes. (Shortcut: Use the corresponding arrow keys on your keyboard.)

- **Click** on the **RIGHT FRAME-BY-FRAME BUTTON** to advance to cartoon one frame.

- **Click** on the **LEFT FRAME-BY-FRAME BUTTON** to rewind the cartoon one frame.

First Frame and Last Frame Buttons

The green First and Last Frame buttons access the first and last frame of a cartoon. These buttons are located to the right and left sides of the Frame Shuttle.

- **Click** on the **FIRST FRAME BUTTON** to rewind the cartoon to the first frame. (Shortcut: Press the 'R' key)

- **Click** on the **LAST FRAME BUTTON** to advance the cartoon to the last frame.

PLAYING YOUR CARTOON

Clicking on the PLAY button lets you view a cartoon from the frame currently displayed to the end of the cartoon. To watch a cartoon from the beginning, be sure to click on the FIRST FRAME BUTTON before you click on the PLAY button.

- **Click** on the **PLAY BUTTON**, located to the left of the Frame Shuttle, to start playing your cartoon. The Play button will turn into a Stop button. (Shortcut: Press the 'P' key)
- **Click** on the **STOP BUTTON** at any time to stop playing the cartoon. (Shortcut: Press the SHIFT key)

The Loop Button

The Loop Button allows you to play, or loop, a cartoon continuously. When looping, your cartoon will repeat itself until you click on the Stop button.

Looping a Cartoon

- **Click** on the **LOOP BUTTON** located above the Frame Shuttle. The loop button will turn into the LOOP symbol. (Shortcut: Press the 'L' key)
- **Click** on the **PLAY BUTTON** to begin looping.

- **Click** on the **STOP BUTTON** and then the **LOOP BUTTON** to stop looping.

EDITING

Let's just say in your cartoon, you want Homer to make a pile of doughnuts disappear... or you want to make Homer disappear, for that matter. Here's where you do it. The Editing Control Panel lets you to add or delete elements in a cartoon. It controls the point in time and the length of time an object will appear in the cartoon.

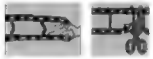
The editing palette is in two colours:

- Yellow strips add, or **HOLD,** a current selection to frames in the cartoon.
- Green strips delete, or **CUT,** a current selection from frames in the cartoon.

The editing palette is divided into three columns:

- Left column of buttons **HOLD** or **CUT** a selected element to or from all **PREVIOUS** frames (frame 1 to the current frame).

- Centre column of buttons **HOLD** or **CUT** a selected element to or from **ALL** frames.



- Right column of buttons **HOLD** or **CUT** a selected element to or from **FUTURE** frames (current frame to the end of the cartoon).

Editing Characters and Props

- "**Select**" a **CHARACTER** or **PROP** on the stage by clicking on it. An element is "selected" when a box surrounds it. The Editing Control Panel will appear.
- You can also select a **CHARACTER** or **PROP** for editing from the Layer Manager. Click on the icon which represents the **CHARACTER** or **PROP** you wish to select in the Layer Manager.
- **Click** on the appropriate **EDITING BUTTON.** Remember, the buttons on the upper YELLOW strip will hold a selected element in a cartoon. The buttons on the lower GREEN strip will cut a selected element from a cartoon.

Editing Special Effects

Once a special effect is placed, it can only be cut from the cartoon, not moved.

- **"Select"** a **SPECIAL EFFECT** on the stage. An element is "selected" when a box surrounds it. The Editing Control Panel will appear.

- **Click** on the **CENTRE GREEN EDITING BUTTON** (The Trash Can) to cut the special effect animation.

Editing Sounds

Soundtracks (music and ambient loops) can be looped through a cartoon or deleted. Sound effects (voices, movement and action noises, magical and nature sounds) can only be deleted.

Looping Music or Ambient Loops

- **Click** on the **TITLE** of the sound in the Soundtrack Selection box located below the stage (see Toolbox Introduction).
- **Click** on the appropriate **EDITING BUTTON.** Remember, YELLOW buttons will hold a selected sound in a cartoon, and GREEN buttons will cut a selected sound from a cartoon.

Editing Sound Effects

- **Click** on the title of your desired sound effect in the Sound Effects Selection box located at the bottom of the stage on the right side (see Toolbox Introduction).
- **Click** on the **CENTRE GREEN EDITING BUTTON** (The Trash Can). This will eliminate the sound effect.

Cutting Frames

A series of frames can be eliminated, or cut, from your cartoon at one time. However, you can only cut from a chosen frame to the end of the cartoon.

- **Go** to the frame from which you want to begin cutting.
- **Click** on the **CUT BUTTON** located below the stage to the right side. A dialogue box will appear.
- **Click YES** to cut the frames from your cartoon.

THE LAYER MANAGER

The Layer Manager shows you which characters and props are placed in a cartoon. More importantly, it's a tool that you can use to shuffle characters and props in the palette, which in turn layers them either in front of or behind other elements on the stage.

The Layer Manager is located to the left of the stage (see Toolbox Introduction). All characters and props in a cartoon will appear as icons in the palette. You are limited to 12 characters and/or props for the entire cartoon.

Using the Layer Manager

- **Click** and drag the item's **ICON** above or below another icon in the Layer Manager. The icon you move will snap into its new position and will reorder the other icons in the palette. This will place items in a new position on the stage.
- Once you've arranged icons in the Layer Manager, they will stay in those positions for the length of your cartoon.

SAVING YOUR CARTOON

Like most computer programs, you need to Save from time to time while you're using the Cartoon Studio.

Save As

- **Click** on **SAVE AS.** A Save Dialogue box will appear.
- Enter the **TITLE** of your cartoon in the Save Dialogue box.
- **Click** on **SAVE.**

Save

- **Click** on **SAVE.** This will save any changes made to your cartoon.

CREATING CREDITS

What good is it being a creative genius if you can't shamelessly remind others of the fact? (See Credits section of this manual for proof.) The Simpsons Cartoon Studio has a special place where you can add credits to your cartoon, thus assuring that you will be able to take your place among the greatest artists of the 20th century.

- **Click** on **SAVE, SAVE AS** or **OPEN** to access the Cartoon Preview and Credits Dialogue box.
- **Click** in the **CREDIT FIELD** to the right of the Cartoon Preview picture.
- Highlight the text in the field and start typing your information in the Credit Field. This will delete the current text and replace it with your typed information. You can change your credits or storyline at any time.
- In the SAVE or SAVE AS dialogue box, **click** on the **SAVE BUTTON** located below the credit field when you are finished.
- In the OPEN dialogue box, **click** on the preview to save your credit change. A cartoon preview is a miniature picture of a saved cartoon.

Playing credits before a cartoon

- Hold down the **SHIFT** key while clicking the PLAY button.

OPENING A CARTOON

- **Click** on the **OPEN** button. A menu of previously saved cartoons will appear. Use the arrow keys to scroll through all of the saved cartoon previews and titles.
- **Click** on the **CARTOON PREVIEW** of the cartoon you want to view on the Cartoon Studio stage. A CARTOON PREVIEW is a miniature picture of a saved cartoon. It shows you which characters star in your cartoon and what Background is used in Frame One. A green outline will surround the cartoon you are opening. Only one cartoon can be opened at a time.

THE RAM INDICATOR

The RAM Indicator lets you know when your computer is running low on RAM, or Random Access Memory — the space your computer uses to store information while it is working. This space, or memory, is measured in "megabytes" (which are not related to the megabytes used by your hard drive). FREE RAM is the amount of RAM available to the program after the computer's operating system starts. When the Cartoon Studio runs out of RAM, it can no longer perform efficiently.

When running low on memory the RAM Indicator (The Brain), located in the lower left of the stage gets filled up (see Toolbox Introduction). When this happens, your cartoon may play slower, even stutter. Save your cartoon and increase memory (see below). As you use RAM, The Brain will fill up. The fuller it gets, the slower it functions.

Increasing Memory

- **Click** on the **RAM Indicator** while holding down the **OPTION** or **ALT KEY.** This will give you a small memory increase. Your cartoon will run slow at first but should return to normal speed.
- Delete one or more objects from the entire cartoon, such as a prop or special effect.
- Turn **OFF** all other programs running on your computer.

To Quit Other Programs on the Macintosh™

- Quit Simpsons Cartoon Studio (this will return you to the Finder). From the Finder you can see if you are running any other applications. Go to the small Mac icon in the upper right hand corner of the screen (next to the balloon help question mark), click and hold down the mouse button. If only the Finder is listed, then you are not running any other applications. If another program is listed, go down to the list and highlight it—this puts you in the program. From within the program choose Quit from the File menu or press Command Q. Repeat this until only the Finder is listed. Now you can be sure that you are only running the Simpsons Cartoon Studio, when you start it again.

To Quit Other Programs on Windows™ 3.1 and 3.11

- Press Alt Tab to scroll through all Open programs. Each time you press Alt Tab another Open program will appear. If only Program Manager and Simpsons Cartoon Studio appear, then you are not running any other applications. If additional programs come up as you press Alt Tab then let go of the keys when the name of the program appears. You will now be in the other program. Choose Exit or Quit from that program's File menu, or press Control Q. Repeat this until only the Program Manager and Simpsons Cartoon Studio appear. Press Alt Tab until Simpsons Cartoon Studio's name appears, then let go of the keys. Now you can be sure that you are only running the Simpsons Cartoon Studio.

To Quit Other Programs on Windows® 95

- Press Alt Tab to bring up a list of programs running. This list will also include any open directories, hard drives, and your computer. If no other programs are listed, then highlight Simpsons Cartoon Studio to return to the program by pressing Alt Tab. That program will come up. Choose Exit or Quit from that program's File menu, or press Control Q. Repeat this until only your computer, any open hard drives and folders, and Simpsons Cartoon Studio are listed. Press Alt Tab until Simpsons Cartoon Studio is highlighted and let go of the keys. Now you can be sure that you are only running the Simpsons Cartoon Studio.

Macintosh™ Users

- Increase the Cartoon Studio's preferred size in the Get Info window from the Finder. (See Macintosh™ system manuals for more detailed information.)
- Turn on **VIRTUAL MEMORY** (found in the Memory Control Panel) to make longer cartoons while running on a Macintosh™ with less than 5MB Free RAM. When Virtual Memory is on, you may experience jerky animations or stuttering sound.

Windows™ 3.1 and 3.11 Users

- Turn on **VIRTUAL MEMORY,** located in the 386 Enhanced mode Control Panel.
- Decrease the size of SMARTDRV. See your Windows™ manual for more details.

Windows® 95 Users

- Open the Control Panel folder and double-click on the System icon. The System control panel will contain four tabs. Click on the fourth tab labelled "performance". There will now be three buttons on the bottom, click on the right most button labelled "Virtual Memory". The control panel will now list the Virtual Memory options, choose the option of letting the system set your Virtual Memory.
- Decrease the size of SMARTDRV. See your computer manual for more details.

QUITTING

- **Click** on the **QUIT BUTTON** to exit the program (see Toolbox Introduction).
- If cartoon hasn't been saved the following options will appear: SAVE, DON'T SAVE and CANCEL.
- If cartoon has been saved the following options will appear: QUIT, CANCEL and CREDITS.

THE EXPORT BUTTON

The Export Button lets you save your cartoon so that it can be played on someone else's computer, whether they have the Simpsons Cartoon Studio or not. That way you'll be able to play your cartoon for your family, at a friend's house or even at school! Of course, if you get caught, you're on your own, man.

You may notice that a cartoon you export for the Cartoon Player will use a lot of disk space. That's because it needs a lot of space for all its sounds and art. However, if the person you're sharing your episode with also has the Cartoon Studio, you can save disk space by using Export (see standard Export section later in this manual).

Exporting Cartoons for The Cartoon Player

- **Click** on **SAVE** or **SAVE AS** to save your cartoon.
- **Click** on the **EXPORT** button located below the Layer Manager. A Dialogue box will appear displaying a cartoon preview, credits, title and approximate size of all saved cartoons.
- **Click** on the **SCROLLING ARROWS** to access other saved cartoons.
- Remember that a 3.5 inch diskette only holds 1.44MB. Make sure your cartoon is smaller than that! Otherwise, delete some of the elements (props, characters, sounds, etc.) in your cartoon, or use one of the compression software programs available at a computer retail store.
- If you are exporting a cartoon that you want to send to a friend via your E-mail software you do not have to worry about keeping the cartoon smaller than 1.44MB, as you will be sending it directly from your hard disk. However, please be aware that an uncompressed cartoon of about 1.44MB (the same size as a diskette) can take approximately 8 minutes to transmit if you are using a 28.8 modem (V34 or VFAST), or around 15 minutes if you have a 14.4 modem (V32BIS).

- **Click MAKE CARTOON FOR PLAYER** to continue exporting.
  - To reduce waiting time while exporting your cartoon, turn off all running applications. It may take several minutes to export your cartoon.

- Find the **EXPORTED CARTOON** on your computer. Macintosh™ users will find the exported cartoon in the Export folder inside the Simpsons Cartoon Studio folder. Windows™ users will find the exported cartoon in the Export directory on their hard drive.

SAVING EXPORTED CARTOONS TO DISK

Macintosh™ Users Playing on Macintosh™

- **Click** on **QUIT.**
- Insert a blank formatted **DISKETTE** into your computer.
- Drag the **EXPORTED CARTOON** from Export folder to the blank diskette.
- Insert a second **DISKETTE** once copying is complete. If there is room for the Cartoon Player on the first diskette, ignore this step and continue to the next.

- Drag the icon named **"MAC SIMPSONS CARTOON PLAYER"** onto the diskette. MAC SIMPSONS CARTOON PLAYER is located in the Cartoon Studio folder.

Macintosh™ Users Playing on Windows™

- **Click** on **QUIT.**
- Rename the **EXPORTED CARTOON** in the Finder with a name no more than 8 characters long, followed by "**.TMR**".
- Insert a blank **DISKETTE** formatted for the PC into your computer. Ensure your Macintosh™ can mount Windows™/DOS diskettes. System 7.5 contains a control panel that mounts Windows™/DOS diskettes. Third-party software that lets your Macintosh™ accept Windows™/DOS diskettes is available at retail software stores.
- Drag the **EXPORTED CARTOON** from Export folder to the blank diskette.
- Insert a second **DISKETTE** formatted for the PC once copying is complete. If there is room for the Cartoon Player on the first diskette, ignore this step and continue to the next.
- Drag **"SPLAYER.EXE"** and **"FILEIO.DLL"** onto the diskette. These files are located in the Windows™ Player folder on the CD-ROM.

Windows™ Users Playing on Windows™ 3.1 or Windows™ 3.11

- **Click** on **QUIT**
- Copy your **EXPORTED CARTOON** onto the first diskette from File Manager. The exported cartoon is located at C:\FOX\SIMPSONS\EXPORT\"YOUR CARTOON NAME" (C: represents your hard drive, but the install path may be changed). Your cartoon name will consist of the first eight characters of the original cartoon title.
- Insert a second **DISKETTE** once copying is complete. If there is room for the Cartoon Player on the first diskette, ignore this step and continue to the next.
- Drag **"SPLAYER.EXE"** and **"FILEIO.DLL"** onto the diskette. The Cartoon Player and FILEIO.DLL are located on the Hard Drive, example: C:\FOX\SIMPSONS\SPLAYER.EXE and C:\FOX\SIMPSONS\FILEIO.DLL.

Windows™ Users Playing on Windows® 95

- **To copy a cartoon made for player to disk using Windows® 95.**

Go to My Computer and open up the drive to which you installed the Simpsons Cartoon Studio (usually this is the C: drive). Now go to the directory you chose to install Simpsons Cartoon Studio (the default for this would have been FOX\SIMPSONS). Inside this directory you will find the SPLAYER.EXE, FILEIO.DLL, and MSFILE.DLL files which are needed to play the Exported cartoon on a Windows™ machine that does not have the Simpsons Cartoon Studio. Drag these files to the A: or B: icon inside My Computer (whichever one represents your diskette to copy your cartoon). Go to the Export directory inside the FOX\SIMPSONS directory to find your exported cartoon. It will feature the first eight characters of you cartoon's name and, if your system is set to show extensions, will be followed by ".TMR". Drag the exported cartoon for player cartoon to your A: or B: drive.

- **To copy an exported cartoon using Windows® 95.**

Go to My Computer and open up the drive to which you installed the Simpsons Cartoon Studio (usually this is the C: drive). Now go to the directory you chose to install Simpsons Cartoon Studio, (the default for this would have been FOX). Inside the FOX directory you will find another directory named SIMPSONS. Inside this directory you will find the Export Directory, and in here you will find your exported cartoon. The cartoon will feature the first eight characters of your cartoons name and, if your system is set to show extensions, will be followed by ".CTD". Drag this file to the A: or B: icon inside My Computer (whichever one represents you diskette drive).

SENDING EXPORTED CARTOONS VIA E-MAIL

If the friend you are sending a cartoon to doesn't already have a copy of the Cartoon Player, you can give it to them on a diskette (see Saving Exported Cartoons To A Disk), send it to them as an E-mail file attachment, or they can download it from Fox Interactive's Web site at **http://www.foxinteractive.com**

Different E-mail software handles File Attachments in different ways. You may have to refer to the documentation from your E-mail software if you are unfamiliar with sending file attachments via E-mail.

Macintosh™ Users Playing On Macintosh™

- **Click** on **QUIT.**
- Launch your E-mail application software.
- Create an E-mail message to your friend.
- Attach the **EXPORTED CARTOON** (from the Export folder) to the message.
- If you are also sending the Cartoon Player, attach the file named **MAC SIMPSONS CARTOON PLAYER,** which is located in the Cartoon Studio folder.
- Send your E-mail message in the normal way.

Macintosh™ Users Playing On Windows™

- **Click** on **QUIT.**
- Rename the **EXPORTED CARTOON** with a name no more than eight characters long, followed by ".TMR".
- Launch your E-mail message to your friend.
- Attach the **EXPORTED CARTOON** (from the Export folder) to the message. If your E-mail software has a "save for PC" or "send as PC file" option, select it.
- If you are sending the Cartoon Player as well, attach the files named **SPLAYER.EXE** and **FILEIO.DLL,** which are located in the Windows™ Player folder on the CD-ROM.
- Send your E-mail message in the normal way.

Windows™ Users Playing On Windows™

- Click on **QUIT.**
- Launch your E-mail application software.
- Create an E-mail message to your friend.
- Attach the **EXPORTED CARTOON** from the Export directory (usually C:\FOX\SIMPSONS\EXPORT\"YOUR CARTOON NAME"), with the first eight characters of the original cartoon title as the file name to the message.
- If you are also sending the Cartoon Player, attach the files named **SPLAYER.EXE** and **FILEIO.DLL,** which are located on the Hard Drive in the SIMPSONS directory (usually C:\FOX\SIMPSONS\SPLAYER.EXE and C:\FOX\SIMPSONS\FILEIO.DLL).
- Send your E-mail message in the normal way.

PLAYING EXPORTED CARTOONS

Macintosh™

- If you're playing cartoons from a diskette, drag the contents of the two diskettes into **ONE FOLDER** on the computer.

  If you're playing cartoons from an E-mail attachment, save the cartoon file and Cartoon Player from within your E-mail software to ONE DIRECTORY on the computer. If you already have the Cartoon Player, save the cartoon file to the same folder as the Cartoon Player.

- Double-click on the SIMPSONS CARTOON PLAYER. A dialogue box will appear.
- Double-click on the CARTOON NAME you want to play.

Windows™ 3.1 and Windows™ 3.11

- If you're playing a cartoon from a diskette, locate **FILE MANAGER.**
- If you're playing the cartoons from an E-mail attachment, save the cartoon file and Cartoon Player from within your E-mail software to ONE DIRECTORY on the computer. If you already have the Cartoon Player, save the cartoon file to the same directory as the Cartoon Player.
- Copy the contents of the two diskettes into the SAME DIRECTORY on the computer.
- Double-click on "SPLAYER.EXE". A dialogue box will appear.
- Double-click on the CARTOON NAME you want to play.

Windows® 95

- If you're playing a cartoon from a diskette, locate **MY COMPUTER.**
- If you're playing the cartoons from an E-mail attachment, save the cartoon file and Cartoon Player from within your E-mail software to ONE DIRECTORY on the computer. If you already have the Cartoon Player, save the cartoon file to the same directory as the Cartoon Player.
- Copy the contents of the two diskettes into the SAME DIRECTORY on the computer.
- Double-click on "SPLAYER.EXE". A dialogue box will appear.
- Double-click on the CARTOON NAME you want to play.

STANDARD EXPORT

If the person you're sharing your episode with also has the Simpsons Cartoon Studio on their computer, you can save disk space or e-mail transmission time by using the Standard Export. Remember, the person receiving your cartoon MUST have the Simpsons Cartoon Studio CD-ROM to watch your cartoons exported with the Standard Export.

Saving a Cartoon as a Standard Export

Macintosh™

- **Click** on **SAVE** or **SAVE AS** to save your cartoon.
- **Click** on the **EXPORT** button located below the Layer Manager. A Dialogue box will appear displaying a cartoon preview, credits, title and approximate size of saved cartoons.
- Select the **CARTOON** you want to export.
- **Click** on the **EXPORT** button. This cartoon is now in the Export folder inside the Simpsons Cartoon Studio folder.
- Either copy the cartoon from the Export folder to a diskette, or send it as an E-mail file attachment as described in the section SENDING EXPORTED CARTOONS VIA E-MAIL.

Saving Macintosh™ Cartoons to play on Windows™

- Rename the Cartoon with a name no more than eight characters long, followed by "**.CTD**".
- Transfer the cartoon to a diskette formatted for the PC, or send it as an mail file attachment as described in the section SENDING EXPORTED CARTOONS VIA E-MAIL.

Windows™

- **Click** on the **EXPORT** button located below the Layer Manager. A Dialogue box will appear displaying a cartoon preview, credits, title and approximate size of all saved cartoons.
- Select the **CARTOON** you want to export.
- **Click** on the **EXPORT** button. The exported cartoon is now in the Simpsons Directory. The name will consist of the first eight characters of the original cartoon title, followed by "**.CTD**".
- If transferring the cartoon to a DISKETTE and you want to give your cartoon to a friend who has a Macintosh™ computer, make sure their machine can mount a diskette formatted for the PC. Then, import the cartoon (see below).
- If you wish to send the cartoon as an mail file attachment see the section SENDING EXPORTED CARTOONS VIA E-MAIL.

Importing a Cartoon

Mactintosh

- Place the cartoon in the Simpsons Cartoon Studio folder.
- Launch the Cartoon Studio and **click** on the **OPEN** button. A Dialogue box will appear.
- **Click** on the **IMPORT** button.

- Select the **CARTOON** you want to import.
- The cartoon is now in the Cartoon Studio. To play it, **click** on the cartoon's **PREVIEW.**

Windows™

- Place the cartoon in the **Simpsons Directory.**
- Launch the Cartoon Studio and **click** on the **OPEN** button. A Dialogue box will appear.
- **Click** on the **IMPORT** button. Select the CARTOON you want to import.

- The cartoon is now in the Cartoon Studio. To play it, **click** on the cartoon's **PREVIEW.**

CREDITS

Fox Interactive

Produced By: ..... Paul Provenzano & Gary Sheinwald
Quality Assurance: ..... Seth Roth, Mike Schneider, Michael Dunn & Chris Miller
Script Editor: ..... Neil Alsip
Voice Director: ..... Bonita Pietila
Starring: ..... Dan Castellaneta, Julie Kavner, Nancy Cartwright, Yeardley Smith, Hank Azaria & Harry Shearer
Featuring: ..... Pamela Hayden & Russi Taylor
Simpsons Theme By: ..... Danny Elfman
Music Composed By: ..... Alf Clausen
Creative Consultants: ..... Mili Smythe & Matt Groening

BigTop Productions

Executive Producers: ..... Jake Myrick & Jim Myrick
Producer: ..... Rob Pratt
Associate Producer: ..... Jami Stewart
Character Animation Director: ..... Luis Liwanag
Technical Director/Programming: ..... Carl Higashionna
Background/Special FX Design: ..... Arnel Torres
Interface Design: ..... Arnel Torres
Prop Design: ..... Christy DeHoog, Liz Craig & Nathan Gammil
Animated Palettes: ..... Gary Manfredi & Carl Higashionna
Batch Processing Assistance: ..... Gary Manfredi, Linton Hale & Neil McAllister
Digital Ink and Paint: ..... Noriko Kamei, Sonny Sta. Maria, Craig McGillivray, Nathan Gammil, Liz Craig, Jami Stewart & Josie Porter
Animation Post Production: ..... Luis Liwanag, Nathan Gammil, Craig McGillivray & Liz Craig
Original Music: ..... Jeff Essex
Character Animation Liaison: ..... John Kivimaki
Original Toolbox Design: ..... Marc Blanchard & David Wallington

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TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.
Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game.
Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.
When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The Operating System type, and version number you are currently running.
- Your mouse and driver type (if applicable).
- Your CD-ROM drive type and CD-ROM extensions and driver versions.

Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Or you may write to us at the following address, including a daytime telephone number and the above information.
Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU
Or you can contact our office in **Australia**:
Electronic Arts Pty. Ltd. , P.O. Box 432, Southport Qld 4215, Australia.
In **Australia**: Gameplay, Hints, and Tips Line Phone: 1 902 262 062 (1.00 per min.) ITM
Technical Support Phone: 1 902 263 163 (2.00 per min.) ITM 7 days a week 8:30 AM—10:30 PM. If you are under 18 years of age parental consent required.

How to Reach us On-Line

INTERNET E-MAIL: uk-support@ea.com
WORLD WIDE WEB: Access our Web Site at http://www.ea.com
FTP: Access our FTP Site at ftp.ea.com
COMPUSERVE: Game Publishers Forum A (GO GAMAPUB)
Or send e-mail to 76004,237

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